

L Number	Hits	Search Text	DB	Time stamp
2	20229	(point\$3 or curve\$3) near9 (edit\$3 or warp\$4 or morph\$4 or distort\$5)	USPAT; US-PGPUB	2003/05/16 14:31
3	30152	(image\$3) near9 (edit\$3 or warp\$4 or morph\$4 or distort\$5)	USPAT; US-PGPUB	2003/05/16 14:10
4	46370	((point\$3 or curve\$3) near9 (edit\$3 or warp\$4 or morph\$4 or distort\$5)) or ((image\$3) near9 (edit\$3 or warp\$4 or morph\$4 or distort\$5))	USPAT; US-PGPUB	2003/05/16 14:14
5	74748	control near4 point\$2	USPAT; US-PGPUB	2003/05/16 14:15
6	5911	(edit\$4 or paint\$3) near4 brush\$3	USPAT; US-PGPUB	2003/05/16 14:15
7	13	brush\$2 same morph\$4	USPAT; US-PGPUB	2003/05/16 14:23
8	2	((point\$3 or curve\$3) near9 (edit\$3 or warp\$4 or morph\$4 or distort\$5)) or ((image\$3) near9 (edit\$3 or warp\$4 or morph\$4 or distort\$5)) and (brush\$2 same morph\$4 )	USPAT; US-PGPUB	2003/05/16 14:30
9	215358	(point\$3 or curve\$3 or image\$2) same (displac\$6 or edit\$3 or warp\$4 or morph\$4 or distort\$5)	USPAT; US-PGPUB	2003/05/16 14:32
10	121569	brush\$5	USPAT; US-PGPUB	2003/05/16 14:32
11	10203	(handle\$3) near9 (displac\$6 or edit\$3 or warp\$4 or morph\$4 or distort\$5)	USPAT; US-PGPUB	2003/05/16 14:34
12	36	(345/646).CCLS.	USPAT; US-PGPUB	2003/05/16 14:34
13	41	(345/647).CCLS.	USPAT; US-PGPUB	2003/05/16 14:34
14	593	(345/619).CCLS.	USPAT; US-PGPUB	2003/05/16 14:35
15	153	(345/672).CCLS.	USPAT; US-PGPUB	2003/05/16 14:35
16	44	(345/682).CCLS.	USPAT; US-PGPUB	2003/05/16 14:35
17	656	(345/441).CCLS.	USPAT; US-PGPUB	2003/05/16 14:35
18	282	(345/442).CCLS.	USPAT; US-PGPUB	2003/05/16 14:36
19	1618	((345/646).CCLS.) or ((345/647).CCLS.) or ((345/619).CCLS.) or ((345/672).CCLS.) or ((345/682).CCLS.) or ((345/441).CCLS.) or ((345/442).CCLS.)	USPAT; US-PGPUB	2003/05/16 14:41
20	462287	cocontrol or anchor or handle	USPAT; US-PGPUB	2003/05/16 14:47
21	301921	( add\$6) and (cocontrol or anchor or handle)	USPAT; US-PGPUB	2003/05/16 14:52
22	128097	(filter\$4 or distort\$5 or transform\$6 or edit\$4 ) and (cocontrol or anchor or handle)	USPAT; US-PGPUB	2003/05/16 14:54
23	107350	(( add\$6) and (cocontrol or anchor or handle)) and ((filter\$4 or distort\$5 or transform\$6 or edit\$4 ) and (cocontrol or anchor or handle))	USPAT; US-PGPUB	2003/05/16 15:02
25	214	((345/646).CCLS.) or ((345/647).CCLS.) or ((345/619).CCLS.) or ((345/672).CCLS.) or ((345/682).CCLS.) or ((345/441).CCLS.) or ((345/442).CCLS.) and ((( add\$6) and (cocontrol or anchor or handle)) and ((filter\$4 or distort\$5 or transform\$6 or edit\$4 ) and (cocontrol or anchor or handle)))	USPAT; US-PGPUB	2003/05/16 15:02
26	12	brush\$5 and (((345/646).CCLS.) or ((345/647).CCLS.) or ((345/619).CCLS.) or ((345/672).CCLS.) or ((345/682).CCLS.) or ((345/441).CCLS.) or ((345/442).CCLS.)) and ((( add\$6) and (cocontrol or anchor or handle)) and ((filter\$4 or distort\$5 or transform\$6 or edit\$4 ) and (cocontrol or anchor or handle)))	USPAT; US-PGPUB	2003/05/16 15:29

27	28934	curve and edit\$4	USPAT; US-PGPUB	2003/05/16 15:50
28	16372	(curve and edit\$4) and filter\$3	USPAT; US-PGPUB	2003/05/16 15:51
29	2489	(( add\$6) and (coontrol or anchor or handle)) and ((curve and edit\$4) and filter\$3)	USPAT; US-PGPUB	2003/05/16 15:51
30	111	345/\$6.ccls. and ((( add\$6) and (coontrol or anchor or handle)) and ((curve and edit\$4) and filter\$3))	USPAT; US-PGPUB	2003/05/16 15:51
31	9	brush\$4 and (345/\$6.ccls. and ((( add\$6) and (coontrol or anchor or handle)) and ((curve and edit\$4) and filter\$3)))	USPAT; US-PGPUB	2003/05/16 15:52

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US Patent &amp; Trademark Office

## Search Results

Search Results for: [distortion &lt;AND&gt;((morph\_and brush) )]

Found 11 of 109,390 searched. → Rerun within the Portal

Search within Results

[> Advanced Search](#) [> Search Help/Tips](#)**Sort by:** Title Publication Publication Date Score Binder**Results 1 - 11 of 11** short listing**1** Image-based modeling and photo editing 87%

Byong Mok Oh , Max Chen , Julie Dorsey , Frédo Durand  
Proceedings of the 28th annual conference on Computer graphics and  
interactive techniques August 2001

We present an image-based modeling and editing system that takes a single photo as input. We represent a scene as a layered collection of depth images, where each pixel encodes both color and depth. Starting from an input image, we employ a suite of user-assisted techniques, based on a painting metaphor, to assign depths and extract layers. We introduce two specific editing operations. The first, a “clone brushing tool,” permits the distortion-free copying of parts of a picture, b ...

**2** Consistent mesh parameterizations 80%

Emil Praun , Wim Sweldens , Peter Schröder  
Proceedings of the 28th annual conference on Computer graphics and  
interactive techniques August 2001

A basic element of Digital Geometry Processing algorithms is the establishment of a smooth parameterization for a given model. In this paper we propose an algorithm which establishes parameterizations for a set of models. The parameterizations are called consistent because they share the same base domain and respect features. They give immediate correspondences between models and allow remeshes with the same connectivity. Such remeshes form the basis for a large class of algorithms, including ...

**3** Object-based image editing 80%



William A. Barrett , Alan S. Cheney

ACM Transactions on Graphics (TOG) , Proceedings of the 29th annual conference on Computer graphics and interactive techniques July 2002

Volume 21 Issue 3

We introduce Object-Based Image Editing (OBIE) for real-time animation and manipulation of static digital photographs.

Individual image objects (such as an arm or nose, Figure 1) are selected, scaled, stretched, bent, warped or even deleted (with automatic *hole filling*) - *at the object, rather than the pixel level* - using simple gesture motions with a mouse. OBIE gives the user direct, local control over object shape, size, and placement while dramatically reducing the time require ...

**4** Visual communication: An invitation to discuss computer depiction 80%



Frédo Durand

Proceedings of the second international symposium on Non-photorealistic animation and rendering June 2002

This paper draws from art history and perception to place computer depiction in the broader context of picture production. It highlights the often underestimated complexity of the interactions between features in the picture and features of the represented scene. Depiction is not always a unidirectional projection from a 3D scene to a 2D picture, but involves much feedback and influence from the picture space to the object space. Depiction can be seen as a pre-existing 3D reality projected onto ...

**5** Session P12: meshes: Bounded-distortion piecewise mesh 77%



## parameterization

Olga Sorkine , Daniel Cohen-Or , Rony Goldenthal , Dani Lischinski  
Proceedings of the conference on Visualization '02 October 2002

Many computer graphics operations, such as texture mapping, 3D painting, remeshing, mesh compression, and digital geometry processing, require finding a low-distortion parameterization for irregular connectivity triangulations of arbitrary genus 2-manifolds. This paper presents a simple and fast method for computing parameterizations with strictly bounded distortion. The new method operates by flattening the mesh onto a region of the 2D plane. To comply with the distortion bound, the mesh is aut ...

**6**

## Using morphing for information visualization

77%



Wolfgang Müller , Marc Alexa

Proceedings of the 1998 workshop on New paradigms in information visualization and manipulation November 1998

**7**

## MMR: an interactive massive model rendering system using

77%



### geometric and image-based acceleration

Daniel Aliaga , Jon Cohen , Andrew Wilson , Eric Baker , Hansong Zhang , Carl Erikson , Kenny Hoff , Tom Hudson , Wolfgang Stuerzlinger , Rui Bastos , Mary Whitton , Fred Brooks , Dinesh Manocha

Proceedings of the 1999 symposium on Interactive 3D graphics April 1999

**8**

## Bibliography of recent publications on computer communication

77%



Martha Steenstrup

ACM SIGCOMM Computer Communication Review January 1998  
Volume 28 Issue 1

The quantitative results presented in our SIGCOMM '97 paper [1] include numerous minor errors. These errors were caused by programming bugs that led to faulty analyses and simulations, and by inaccurate transcriptions during the preparation of the paper. Here we present corrected figures and tables, as well as corrections to values that appeared in the text of the original paper. The effect of correcting the errors is to reduce the differences between the results based on the proxy trace and tho ...

**9**

## Multiperspective panoramas for cel animation

77%




Daniel N. Wood , Adam Finkelstein , John F. Hughes , Craig E. Thayer , David H. Salesin

Proceedings of the 24th annual conference on Computer graphics and

## interactive techniques August 1997

**10** Motion signal processing 77% Armin Bruderlin , Lance Williams

Proceedings of the 22nd annual conference on Computer graphics and interactive techniques September 1995

**11** Drawing and animation using skeletal strokes 77% Siu Chi Hsu , Irene H. H. Lee

Proceedings of the 21st annual conference on Computer graphics and interactive techniques July 1994

The use of skeletal strokes is a new vector graphics realization of the brush and stroke metaphor using arbitrary pictures as “ink”. It is based on an idealized 2D deformation model defined by an arbitrary path. Its expressiveness as a general brush stroke replacement and efficiency for interactive use make it suitable as a basic drawing primitive in drawing programs as well as windowing and page description systems. This paper presents our drawing and animation ...

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**Results 1 - 11 of 11      short listing**

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